

FIG.1 A block-diagram of the architecture of the system for interactive dialog management

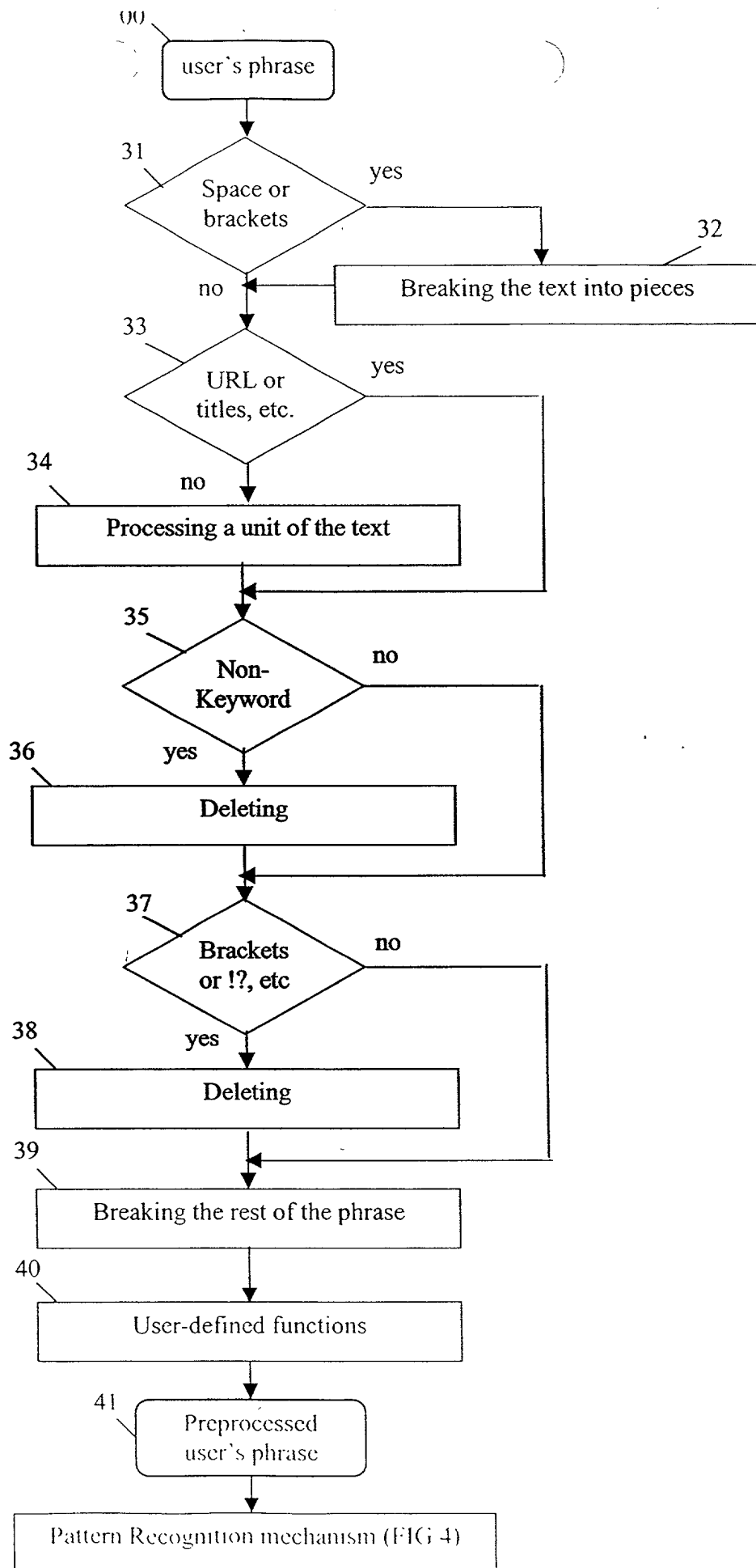


FIG 2 A process diagram in the Preprocessor module

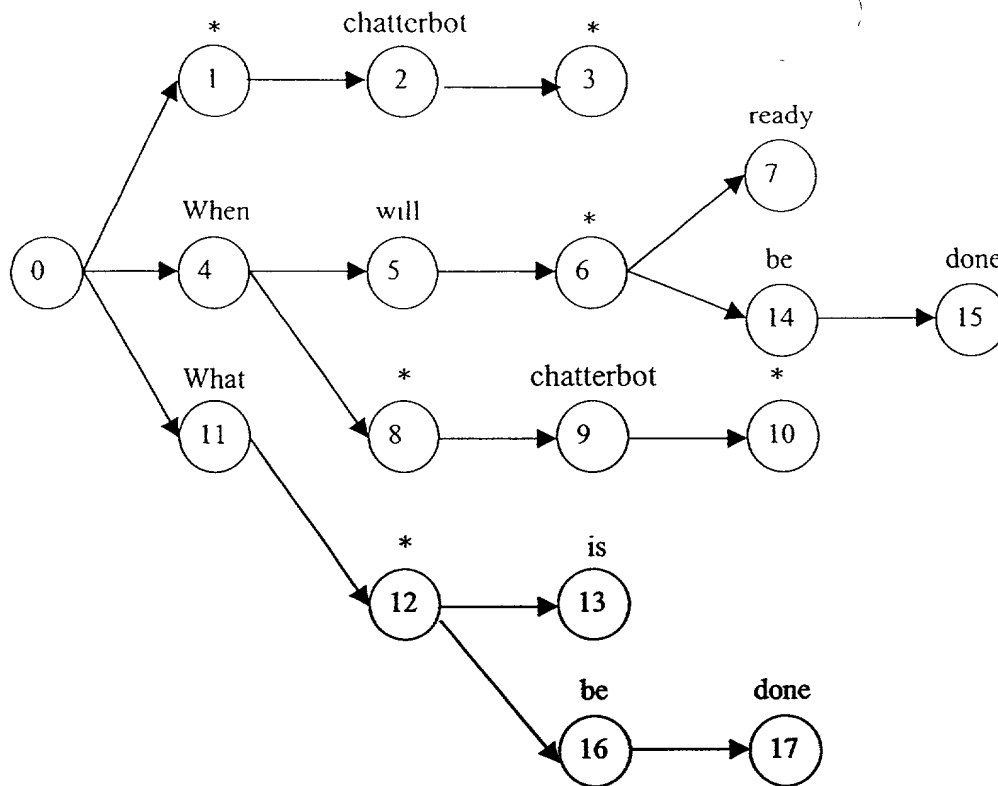


FIG.3 A tree-like structure of a sample set of patterns

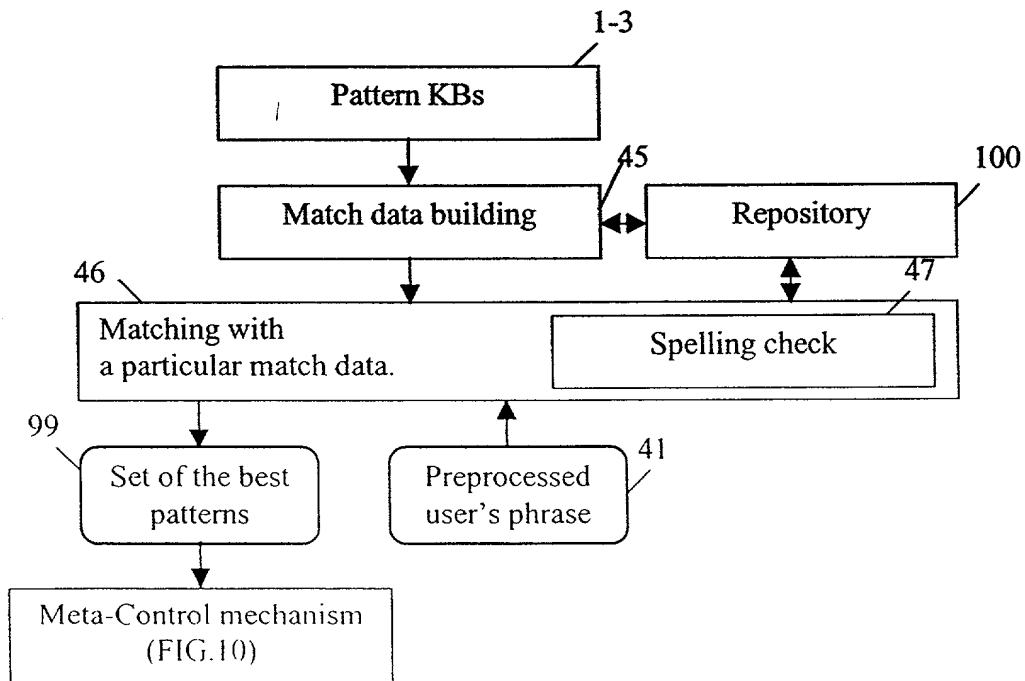


FIG 4 A general process diagram in the Pattern Recognition mechanism

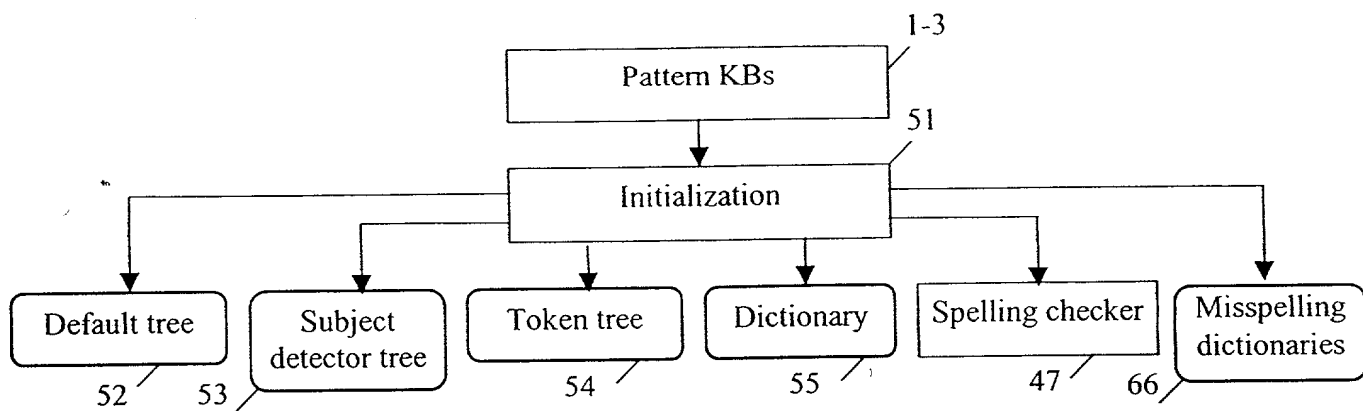


FIG. 5. A flow chart of initialization of the Pattern Recognition mechanism

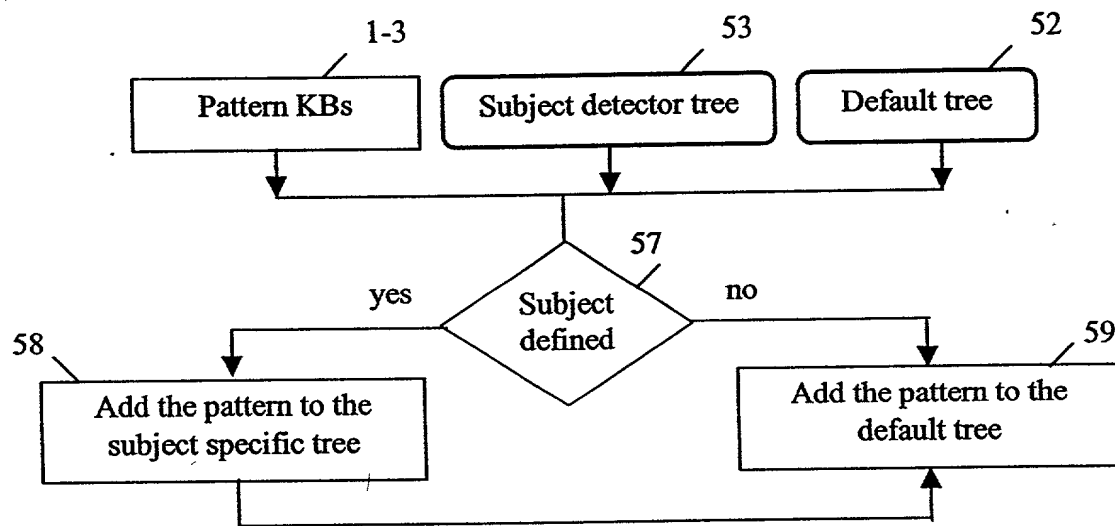


FIG. 6. A flow chart of adding patterns to a match data

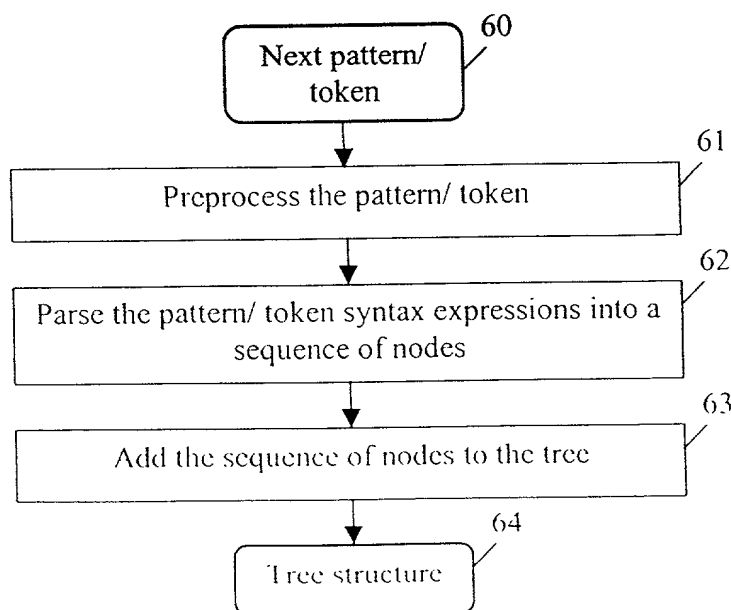


FIG. 7. A flow chart of adding patterns/tokens to a tree structure

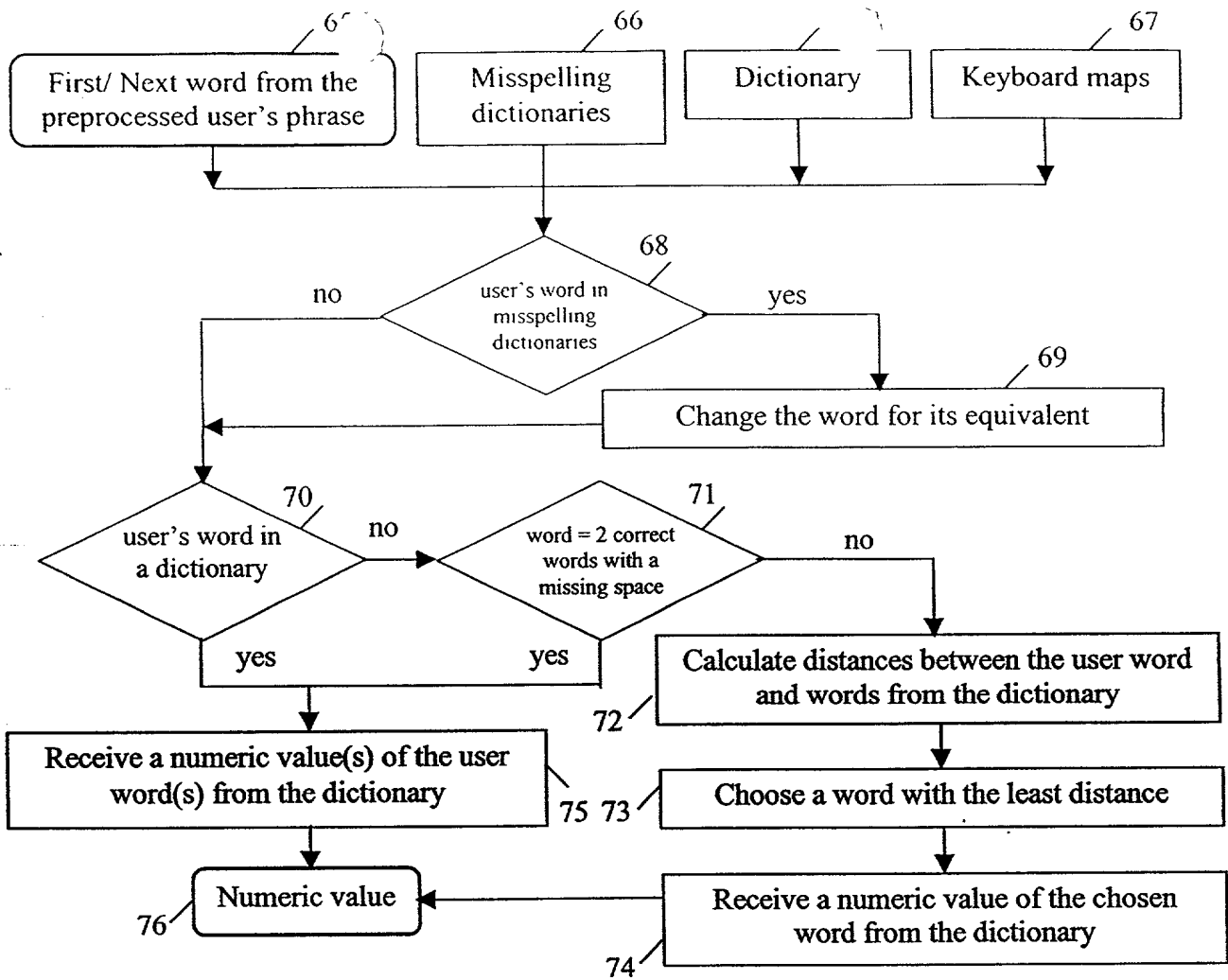


FIG. 8. A process diagram of the spelling checker

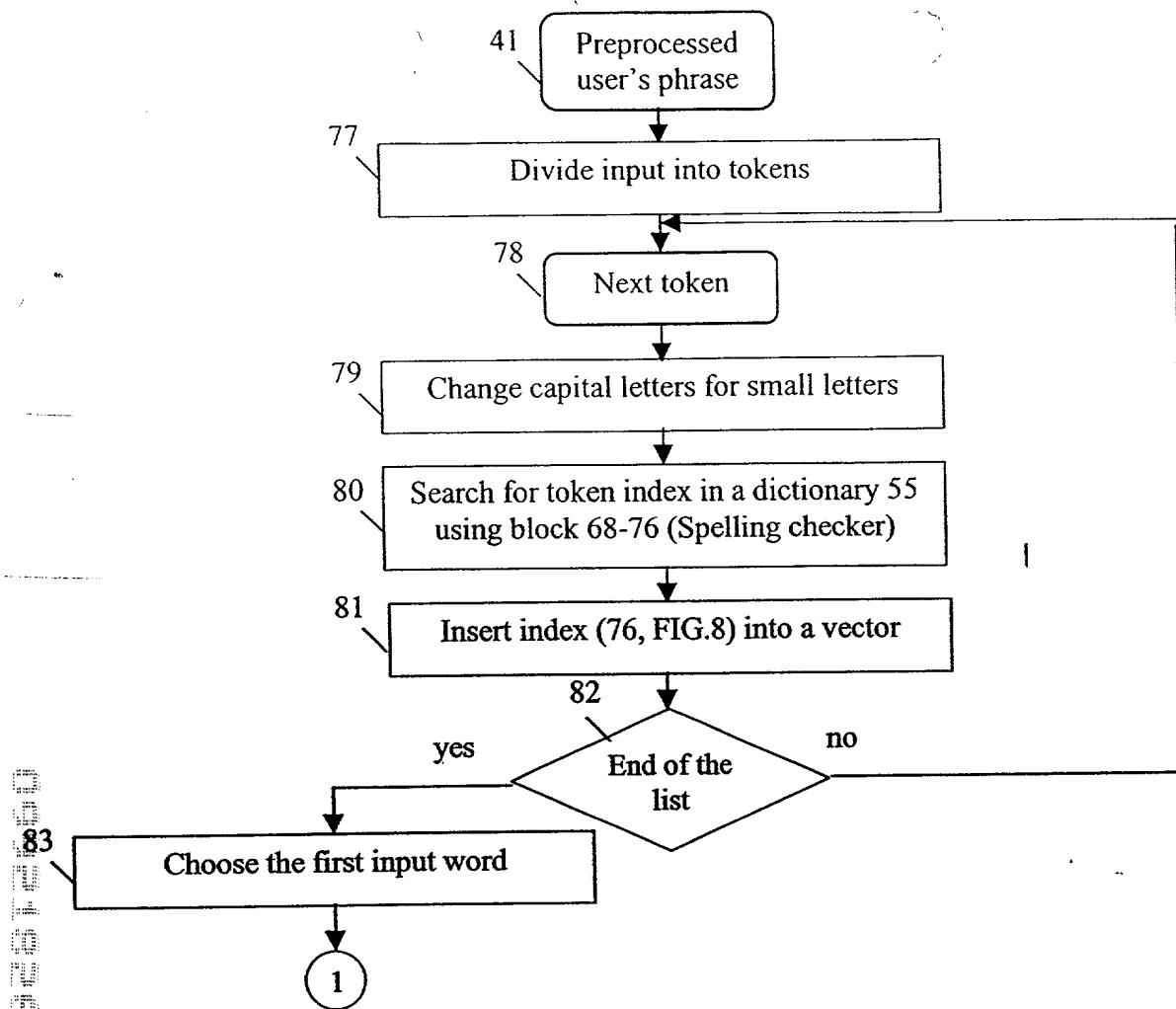


FIG.9a. A flow chart of the matching process

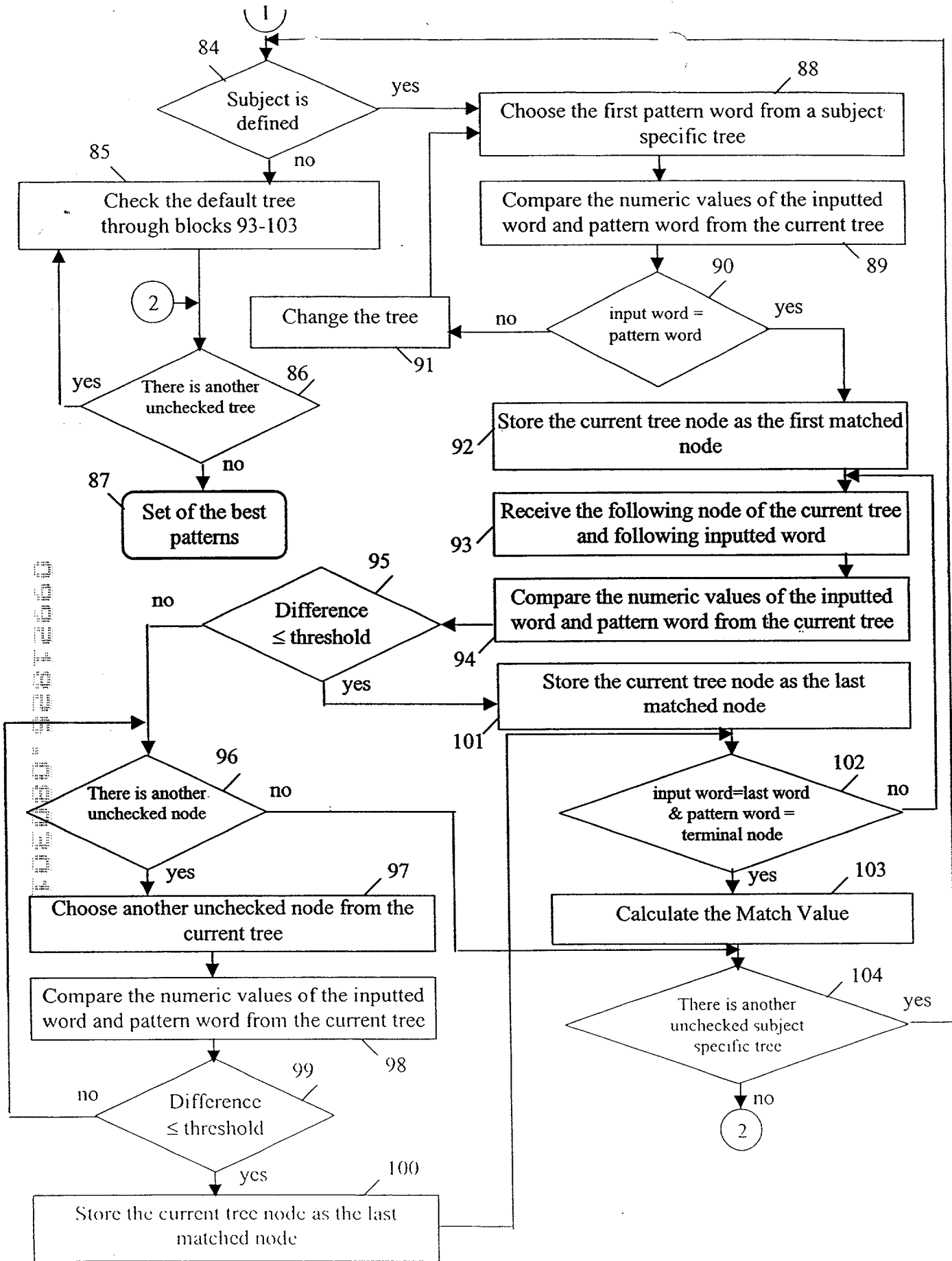


FIG 9b A flow chart of the matching process

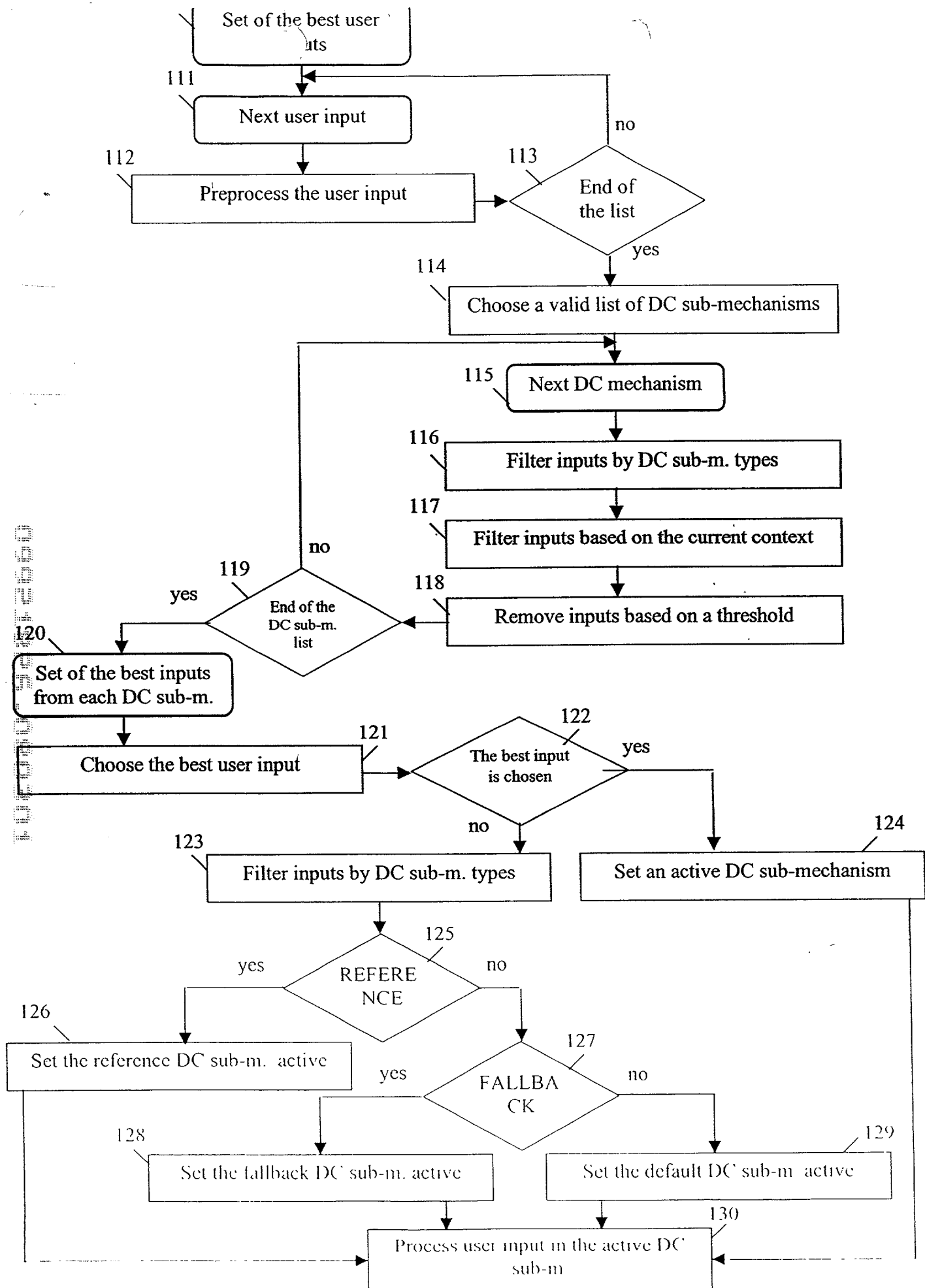


FIG. 10. A flow chart of processing information in the MC and DC mechanisms.



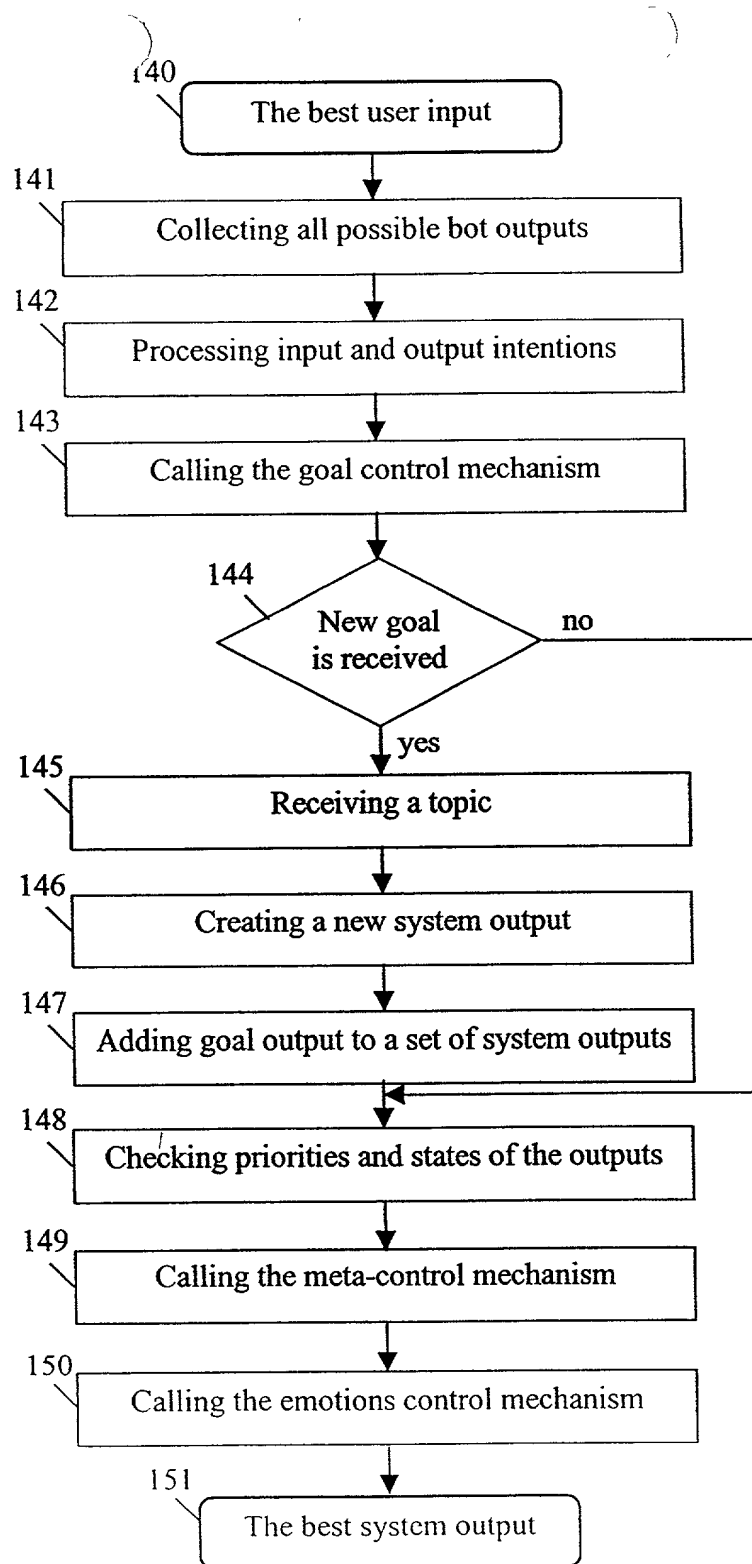


FIG. 11 A flow chart of creating the best system output in an active discourse control sub-mechanism

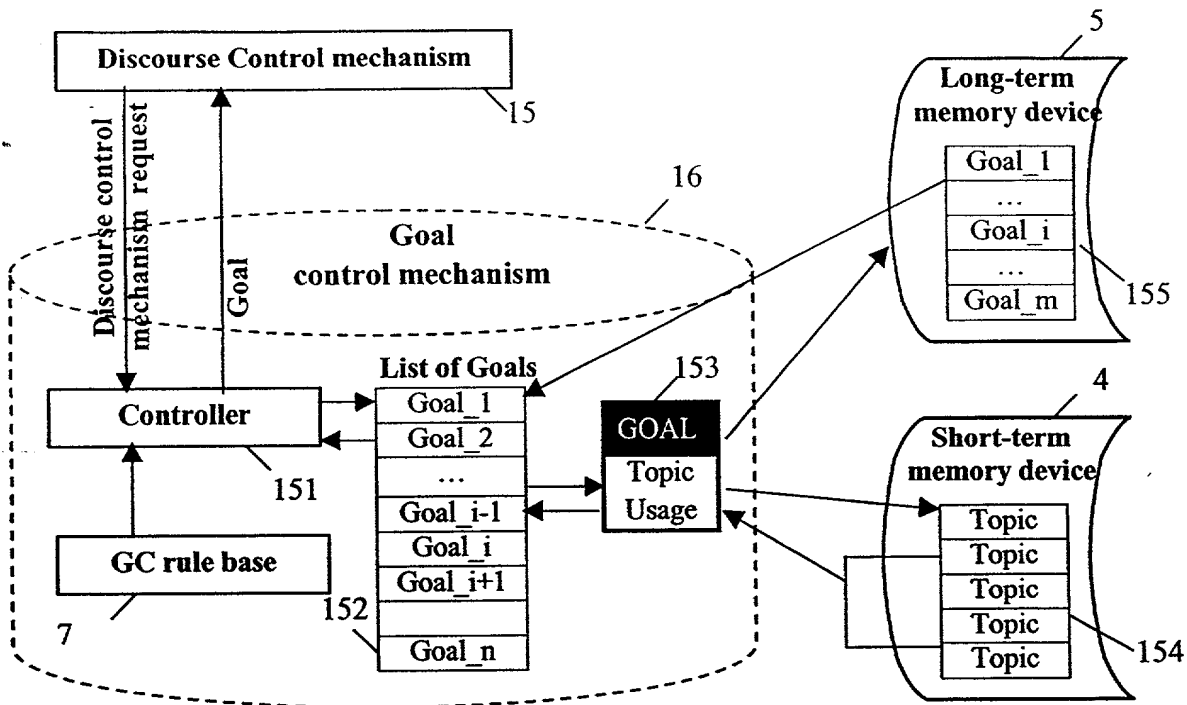


FIG. 12. A diagram of interactions of the goal control mechanism with other mechanisms

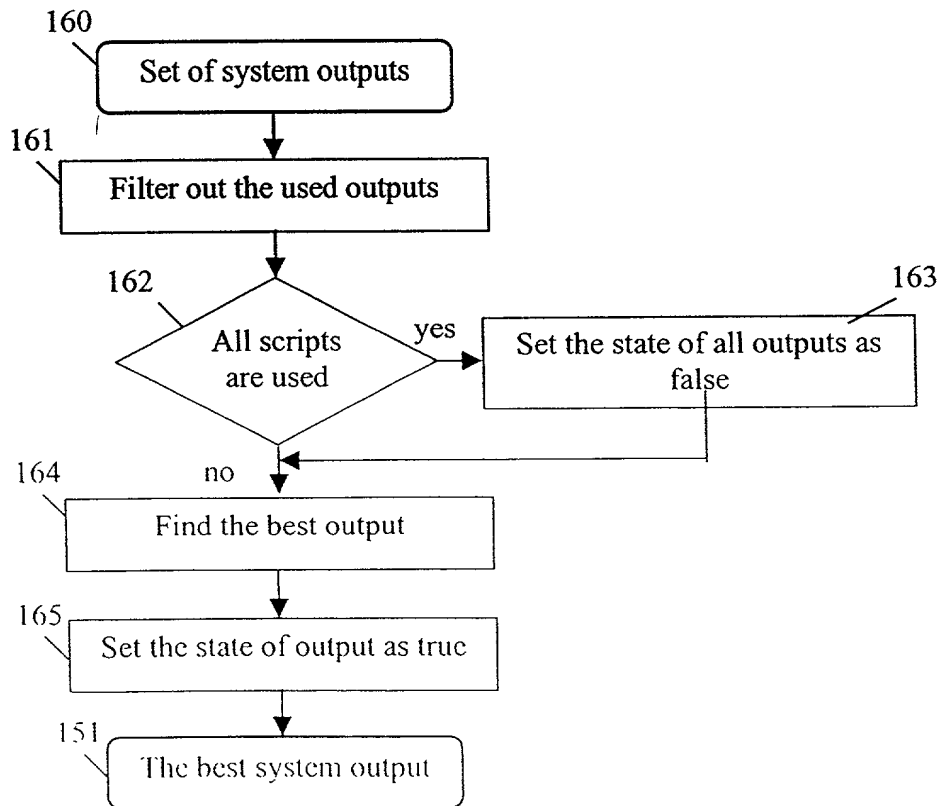


Fig. 13 A flow chart of processing the state of a set of system outputs

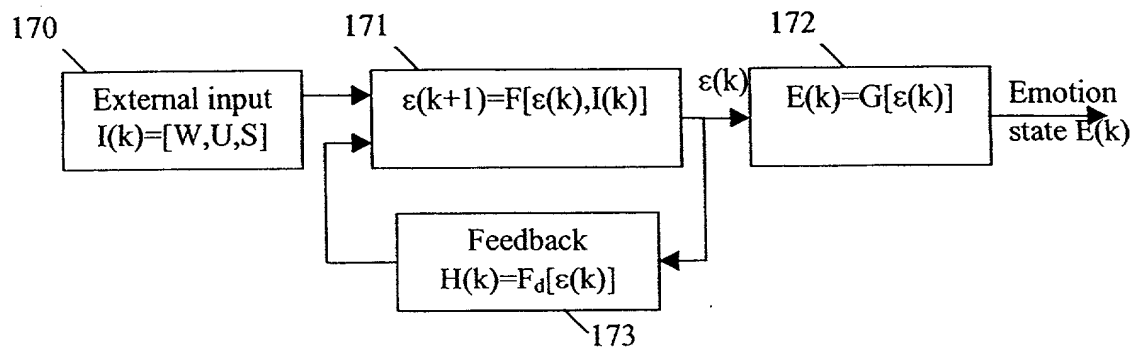


FIG. 14 A generalized diagram of the emotions control mechanism

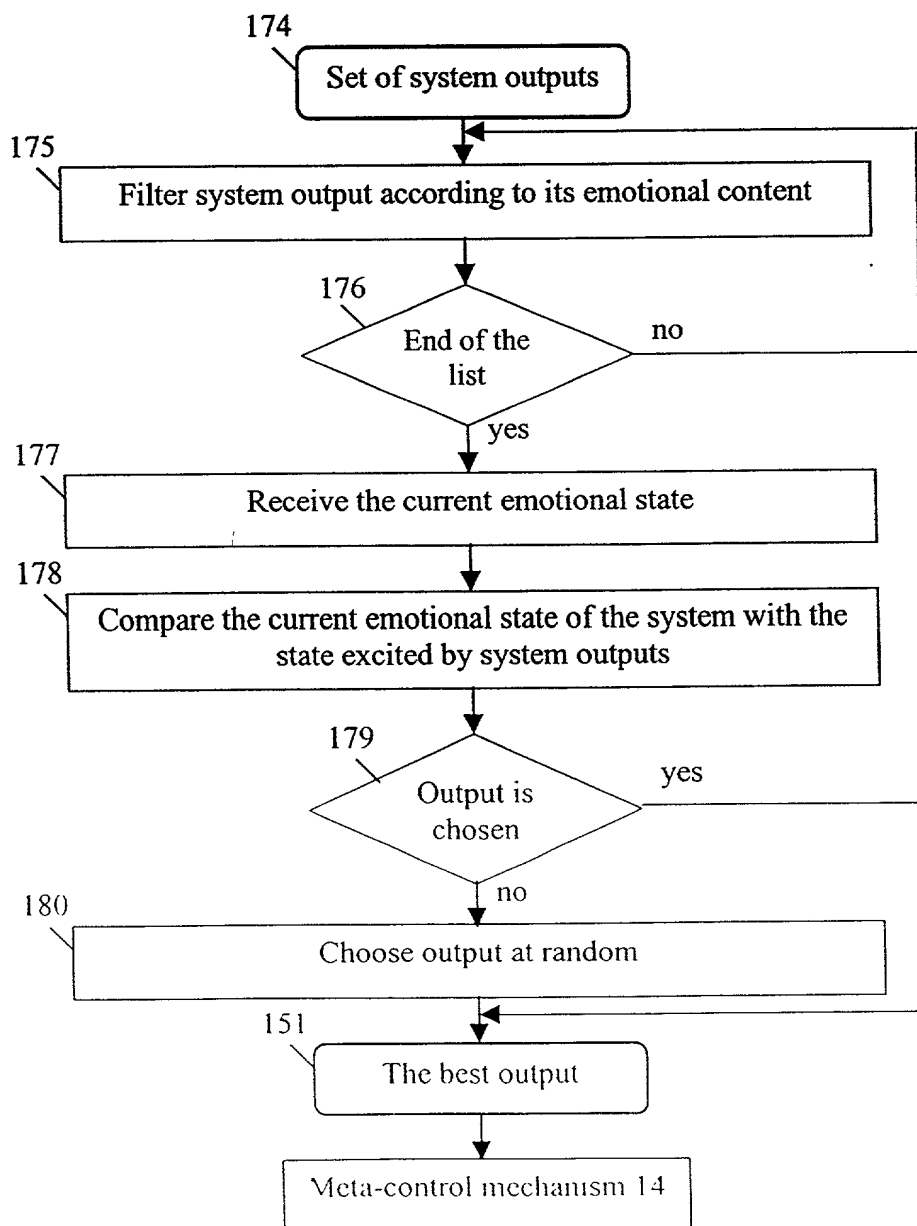


FIG. 15 A flow chart of choosing the best system output according to its emotional content

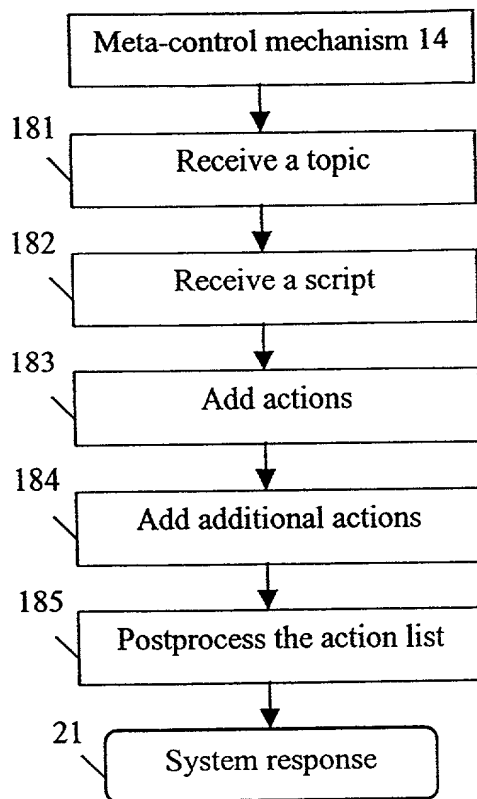


FIG. 16 A flow chart of information processing in the actions retrieval mechanism 18 and output interface 19

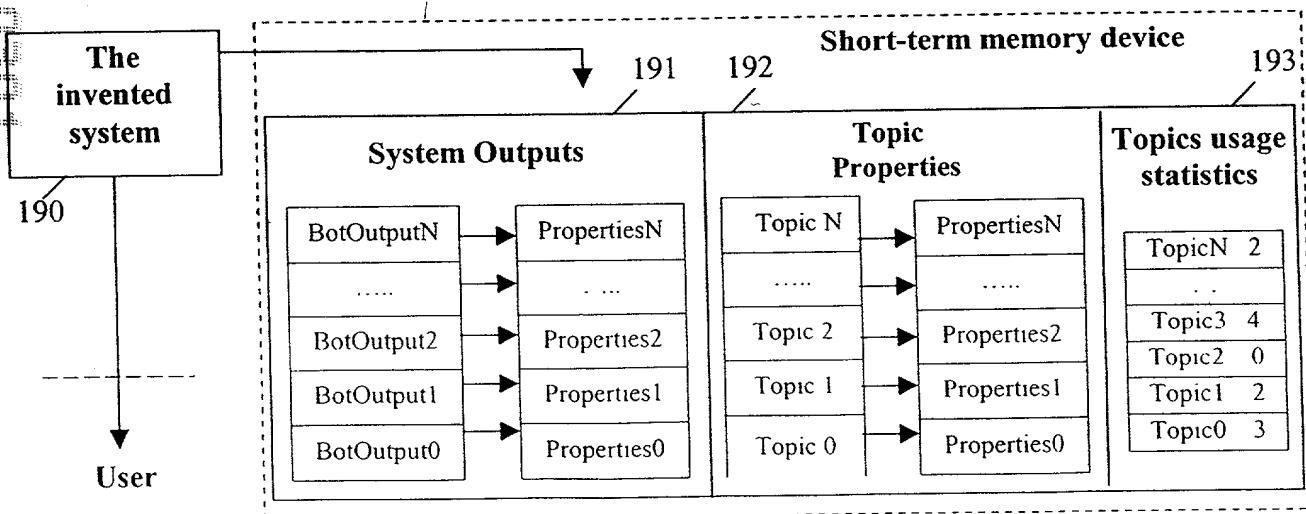


FIG. 17 A diagram of the short-term memory device